



# mythology mission

improvisational

## The Destination

### Where This Challenge Will Take You!

Calling all fearless, daring adventurers: team up to journey to new lands, stumble across new cultures, and never look back! But can you survive mythical creatures and come home with Souvenirs from your mission? Adventure awaits on this exciting Mythology Mission!

## Points of Interest!

### Your team will:

- Create a five-minute Improvisational Skit about a Mission involving a Mythical Creature. This must be done in a five-minute Preparation Time prior to your Presentation at the Tournament.
- Incorporate research about a Culture from a country.
- Incorporate three Souvenirs randomly selected from the list of items and combine them to create one Master Prop.
- Incorporate an Unexpected Problem that is discovered on stage.

**In order to successfully solve this Challenge, teams must read and follow:**

### **Team Challenge**

- A. The *Central Challenge* (300 points)
- C. At the Tournament
- D. Reward Points

### **Rules of the Road**

### **Published Clarifications**

(online at [www.IDODI.org](http://www.IDODI.org))

The information in these materials is binding for all teams.

Team Managers are strongly encouraged to read and use:

- ☐ *Team Manager Guide*
- ☐ *Instant Challenge Practice Set*
- ☐ *TravelGuide for Teams* (available online after Jan 1, 2011)

## **Educational Focus**

Research and Understanding of Cultures, Mythology, Improvisational Acting, Story Development, Theater Arts, Teamwork

## **Time Limit:**

The team must prepare its Skit in five minutes or less. The team must complete the Presentation (including setup) in five minutes or less.

## **Roadmap for Success**

This Challenge can be solved on many levels, ranging from the simple to the complex.

We recognize that there are different ways to be creative. This Challenge is designed to engage all types of creativity—including off-the-wall, outlandish thinking, analytical thinking, and everything in between. Please approach this Challenge in the true spirit of Destination ImagiNation: try foremost to solve the Challenge. If you find the intent or any of the details of the Challenge unclear, we encourage you to ask for a Clarification. (See the *Rules of the Road*.) Remember—if it doesn't say you can't, then you can. However, if it says you "must" perform specific requirements, then those requirements have to be met.

## **Team Number**

Teams and individuals using these Program Materials must hold 2010-11 Team Numbers. The Destination ImagiNation Team Number is a license to compete in sanctioned Tournaments and/or to use the Program Materials for educational purposes within your team, school, group or organization. Online access to Program Materials for teams who have purchased Team Numbers is available at [www.IDODI.org](http://www.IDODI.org).

- ☐ My 2010-11 Team Number is: \_\_\_\_ - \_\_\_\_
- ☐ My team is planning to compete in a sanctioned Tournament.
- ☐ I have registered for that Tournament with the:
  - ☐ Regional or
  - ☐ Affiliate Director

## A. THE CENTRAL CHALLENGE (300 POINTS)

**Intent of the Challenge:** To solve this Challenge the team will integrate three Improv Elements: a Culture, a Mythical Creature and three Souvenirs. During the Skit, the team will reveal the fourth Improv Element, the Unexpected Problem, and integrate it on stage.

### 1. Skit:

- a. The team will create and perform an original Improv Skit about a Mission involving a Mythical Creature found within the Culture of a Country. The setup and Skit will be up to five minutes in length.
- b. The team will have five minutes or less to prepare the Skit. The team will also have five minutes or less to perform the Skit.
- c. The team will receive points for the originality and creativity of the Skit about a Mission involving a Mythical Creature. The team will also receive points for a clearly developed story.

### 2. The Following four Improv Elements must be included in the team's Skit:

#### a. Required Improv Element 1: Culture found within a country.

- i. Before the Tournament, the team will select six countries from Table One. The team will research one **Culture** found within each of those six countries. The Culture may be ancient or modern and must not be team created. See Special Definition at right.
- ii. It is the intent of this Challenge that teams learn about a specific group of people who are living in a country and who are a cultural community.
- iii. Teams should consult the boundaries of a current geopolitical map to define the area of their selected countries. Teams are allowed to research a Culture from any time period, including ancient times, that may be before current countries were created. If the Culture existed in the land area that is now one of the countries listed, the team may present that Culture.

**NOTE: Every human culture has elements that may be considered inappropriate for young children. Team Managers should consult *Rules of the Road* for advice about handling this possibility.**



### Special Definitions

#### Culture

Customs, social behavior, arts, beliefs, and/or languages that are common to or characterize a specific group of humans.

## TABLE ONE

### COUNTRIES FROM WHICH CULTURES WILL BE CHOSEN

Egypt	Japan
Peru	Italy
Arctic North America—US and Canada*	Saudi Arabia
Greece	Argentina
New Zealand	Russia
China	Iceland

\*This is a region of North America rather than a specific country. Teams may research any culture found North of the Arctic Circle within the boundaries of the North American continent. Islands in this geopolitical area are acceptable.



### Special Definitions

**Mythical Creature:** A creature or individual without a known foundation in fact.

- iv. Before the Tournament, the team will list the six researched countries and the Culture in the appropriate place on the *Tournament Data Form*. In the Prep Area, the team will randomly select one of the six researched countries to incorporate the country's Culture into its Skit. (See C.1 for an explanation of the selection process). Teams will not know which of their countries has been selected until they have entered the Presentation Site; it will be announced by the Timekeeper/Announcer just prior to the five-minute Preparation Time.
- v. The team will receive points for this Improv Element based on how creatively it incorporates the research about the Culture found within the country. The team will also receive points for the effective integration of the Culture into the Skit.

#### b. Required Improv Element 2: Mythical Creature

- i. Before the Tournament, the team will research one **Mythical Creature** from each of the six Cultures they have chosen to research in Improv Element 1. See Special Definition at left. The Mythical Creature is from the Culture presented and is presumed fictitious or imaginary.
- ii. At the Tournament, the Mythical Creature to be presented in the Skit will be from the same country and its Culture that is randomly selected in Improv Element 1.
- iii. The team will receive points for this Improv Element based on how creatively it incorporates the research about the Mythical Creature into the Skit. The team will also receive points for the effectiveness of the integration of the Mythical Creature into the Skit.
- iv. Refer to the *Rules of the Road Conduct and Concerns at Tournaments* and be aware of potential cultural and religious sensitivities when planning and presenting your Mythical creature.

#### c. Required Improv Element 3: Souvenirs

- i. Before the Tournament, the team will select 12 Souvenirs from the list in Table Two; it will select six from List One (Materials) and six from List Two (Connectors) and bring them to the Tournament. Each Souvenir must be different; for example,

teams may not choose to bring six metal pans or six bungee cords. Souvenirs may not be altered in any way prior to the Tournament. Souvenirs may not be team created.

- ii. These Souvenirs may be placed in a team-provided container. The team-provided container may be any type and style; the goal is ease of transportation. The team-provided container may not be used in any other way or be used in the Presentation. There is no deduction for lack of a team-provided container.
- iii. In the Prep Area, the team will randomly draw a total of three numbers to indicate the items from its provided lists that will be used in the Skit. The team will receive two items from List One (Materials) and one item from List Two (Connectors). The team will not know which Souvenirs have been selected until it enters the Presentation Area and is announced by the Timekeeper/Announcer. At that time the team will remove the selected Souvenirs from its team-provided container. Souvenirs not selected will be returned to the team-provided container and may not be used.
- iv. During the five-minute Preparation Time the team may work with the three selected Souvenirs from the Materials and Connectors lists as they wish. The Souvenirs may be altered during this time, but must remain three distinct Souvenirs.
- v. At the end of the five-minute Preparation Time, but before the beginning of the Skit, the team will place the three Souvenirs on the stage to be integrated into the Skit when the team chooses. It is the intent of the Challenge that these three Souvenirs will be used as things found in the Culture the team has selected for Improv Element 1.
- vi. During the five-minute Skit, the team must first use the Souvenirs individually. **After the team uses the Souvenirs individually**, the team will put the three Souvenirs together to form one Master Prop. The Master Prop may be used in any way the team wishes.
- vii. The team will receive points for each Souvenir depicted as representing something in the Culture and for creative integration of the Souvenirs into the Skit. The team will also receive points for the creative use of materials in creating its Master Prop, and the creative integration of the Master Prop into the performance.

## TABLE TWO: SOUVENIRS

### LIST ONE: MATERIALS

Choose six items from this list to bring to the Tournament, any type or size. They must be clean:

Yo-yo	Embroidery hoop
Paper bag	Book
Socks (one pair)	Towel
Gloves (one pair)	Folding chair
Plastic tarp	Metal pan
Mop (any type)	Walking or hiking stick
Umbrella	Small (1 or 2 quart up to 2 liter) non-breakable cooking pot
Hat	Dried beans in a container (Must stay in the container and not be let out on their own. Container must be unbreakable – no glass!)

### LIST TWO: CONNECTORS

Choose six items from this list to bring to the Tournament.

Tape (one roll of any style/type/color – no tape guns)
Dental floss (container may be used)
Roll of hook and loop tape (e.g. 3M Re-closeable Fasteners or Velcro®)
Cable tie (one package, any number, size, or color)
Paper clips, one box, any size or amount
Yarn, one skein, any color
Bungee cord
Mailing labels (one sheet, any size or number)

#### d. Required Improv Element 4: Unexpected Problem

- i. In the Prep Area, the team will randomly select a Tournament-supplied slip of paper with a number on it. The number corresponds to an Unexpected Problem that must be portrayed during the Skit. Before the team begins its Skit, the Timekeeper/Announcer will place the Unexpected Problem card in a designated place at the Presentation Site where it can be clearly seen by the team and the Appraisers. The team may pick up and read the Unexpected Problem at any point during the performance of its Skit.
- ii. The Unexpected Problem is an obstacle or issue that the team will encounter during its Skit. The Unexpected Problems will range from simple to complex. The Unexpected Problem may be real or may be an imaginary situation such as a thunderstorm, incurable hiccups, language barrier or raining cheese.
- iii. The team will receive points for this Improv Element based on the integration of the Unexpected Problem into the Skit and the creative way the team overcomes the Unexpected Problem.

3. **Teamwork:** An entertaining Improvisational performance requires great teamwork! Teamwork is scored from the time the team enters the Presentation Site. Before the Skit, the team will receive points for the way the team members work together to create their Skit with the random elements they select. During the Skit the team will receive points for the way the team members work together to create the story and Presentation.
4. **Overall Presentation:** The team will also receive points for a well-integrated and executed Overall Presentation.
5. **Team-Provided Items:**
  - a. **Forms:** The team should prepare and bring five copies of the *Tournament Data Forms* and one copy of the *Declaration of Independence* (found in the *Rules of the Road*) to the Prep Area. See the *Tournament Data Forms* at the end of the Challenge for specific instructions.
  - b. **Team Identification Sign:** Your team should provide a free-standing Identification Sign (ID Sign) displaying your team's Team Name, School/Organization Name, Team Number, and Level. It needs to be approximately 2ft x 3ft (.61m x .91m) and cannot be used as a scoring element. The sign will be used only for the purpose of identifying your team during your Presentation. Your team will not receive a deduction if you do not provide a sign, but it will help the Appraisers and the audience to know who is performing.
  - c. **Research Notes:** Research notes created by the team prior to the Tournament may be used as reference materials in the Launch Area during the creation of the Skit. Research notes may be hand-written, typed by the team, photocopied, or electronically duplicated. The following are not considered research notes and will NOT be allowed in the Launch Area: books, laptop computers or any other electronic device, recorded music, pre-written music, pre-written scripts, pre-written jokes, pre-cut templates or models, drawings and team-generated lists of ideas for scenarios, characters, etc. Teams will not be allowed to use research notes of any kind that were created by the team prior to the Tournament during the performance of the Skit. At the Tournament, research notes may only be used during the five-minute Preparation time, not during the Skit. The team must leave its research notes in the Launch Area after its Preparation time, and the team must pick up its notes after it has finished talking with the Appraisers after its Presentation.
  - d. **Materials Listed in Table Two:** The materials the team wishes to use will be chosen prior to the Tournament. Points will be awarded for creative use of the materials. Remember: It is not the creativity of the materials the team brings to the Tournament, but rather the creativity of **what the team does with the materials** that is awarded points!
    - i. The team must bring six items from Table Two, List One (Materials) and six items from List Two (Connectors). All used and unused materials **must** be completely removed from the entire Tournament Site after the team's Presentation. Teams must not expect the Tournament Director to dispose of their leftover materials.
    - ii. If any item includes a core, roll or container, it may also be used as the team desires. All materials may be used in any way the team desires unless specified differently in Table Two. All materials brought to the Presentation Site may not have any team enhancements, additions, changes, or alterations.

**NOTE:** Any words and pictures already commercially printed on any items are acceptable. However, pre-printed words and pre-printed or woven pictures, patterns or designs may not be incorporated in any manner into the Skit.

- iii. Teams cannot bring physical props, scenery and/or wear or bring costumes to use in the Mythology Mission Improvisational Challenge. A costume is anything that has been worn or altered with a specific solution in mind prior to the Tournament. Graphics on shirts or other clothing are acceptable, as long as they do not contribute in any way to the Challenge solution.
- iv. A clean copy of this Challenge may be brought to the Presentation Site. It must be without team notes.

## B. SPECIAL RULES FOR IMPROVISATIONAL CHALLENGES

1. **Honoring the Intent of this Challenge:** The Intent of this Challenge is to create a unique improvisational Skit based on the specific combination of Elements selected at the Tournament. Prior to the Tournament, teams are encouraged to prepare for the many possible combinations of Improv Elements they may receive by generating different scenarios, experimenting with the materials, creating potential characters, and mixing and matching the various Improv Elements in practice sessions. It is expected that teams will choose to use and include some of the ideas that come from their practice sessions when combining the Improv Elements chosen randomly at the Tournament into their unique Skit. As long as the team does not bring its ideas for scenarios, potential characters, etc. into the Preparation Area in written form, using the ideas is acceptable and is in keeping with the intent of the Challenge.
2. If a team moves on to another level of Tournament and by chance selects one or more of the same Elements, it is encouraged to create another original solution, but no deduction will be taken if the team reuses parts of an earlier solution.
3. **Expense Report:** No *Expense Report* form is required for this Challenge.
4. **Clothing and Accessories:**
  - a. Items of clothing worn by the team may not be used as a part of the Presentation or in the Skit.
  - b. Jewelry, hair accessories, watches, glasses, or items from the team members' pockets may not be used as props or be incorporated in any manner in the Presentation. Team members may wear wristwatches for time management. The wristwatch can be worn during the Presentation but it may not be incorporated into the solution in any way. The only "official time" is that kept by the Timekeeper/Announcer, and these official times are final.

## C. AT THE TOURNAMENT

1. **Prep Area:** The team will arrive at the Prep Area twenty minutes before its scheduled Presentation time. The Prep Area Appraiser will check to see whether the team has its required items. At this time, the team will select its Improv Elements, which will be revealed at the Presentation Site, with the exception of the Unexpected Problem that will be discovered by the team during the five-minute Presentation time (Skit).



- a. **Selecting Required Improv Element 1:** Culture within the country: The team will supply the Prep Area Appraiser with its *Tournament Data Form* on which the chosen countries are written clearly. The team will randomly draw a Tournament-supplied slip of paper and hand it to the Prep Area Appraiser without looking at it.
- b. **Selecting Required Improv Element 2:** Mythical Creature: The team will supply the Prep Area Appraiser with its *Tournament Data Form* that has the Mythical Creatures clearly written next to each country and Culture. The Prep Area Appraiser will indicate on the form the Mythical Creature that corresponds with the team's randomly selected country (Improv Element 1).
- c. **Selecting Required Improv Element 3:** Souvenirs: The team will supply a *Tournament Data Form* with its selected Souvenirs clearly written. The team will randomly draw three Tournament-supplied slips of paper and hand them to the Prep Area Appraiser without looking at them. The Prep Area Appraiser will indicate on the *Tournament Data Form* which two Souvenirs have been selected from List One (Materials) and which one has been selected from List Two (Connectors). The *Tournament Data Form* will be given to the Timekeeper/Announcer who will inform the team which items have been selected prior to the five-minute Preparation Time.
- d. **Selecting Improv Element 4:** The Unexpected Problem: The team will randomly draw a Tournament-supplied slip of paper that will have a number on it corresponding to an Unexpected Problem card. The team will hand the slip of paper to the Prep Area Appraiser without looking at it.

## 2. At the Presentation Site:

- a. The minimum required overall size of the Presentation Site is 8ft deep x 10ft wide (2.44m x 3.05m), but the team may use any additional space that Tournament officials designate as available.
- b. The team may not attach items to walls or use any items that happen to be at the Presentation Site.
- c. A part of the Presentation Site will be marked off to designate the Launch Area. Once the Skit begins, the Launch Area may be used as part of the Performance Area.

## 3. Preparation Time:

- a. The Timekeeper/Announcer will introduce the team to the audience. During the introduction, the card with the Unexpected Problem (Improv Element 4) will be placed face down in a distinct location. This will be a location where the team will be able to easily get to it when it chooses to pick it up. It will be in the same location for each team. The Timekeeper/Announcer will draw the team's attention to the placement. S/he will also remind the team members that they can pick up the card at any time after they begin the presentation of their Skit. At this time the Improv Elements, except for the Unexpected Problem, will be read to the team. The team will be given time to remove the selected items used for its Souvenirs (Improv Element 3) from its team-provided container and place remaining items in a designated area.
- b. The team will be told to "Begin" its five-minute Preparation time. The team will have exactly five (5) minutes to create an original Skit that includes Improv Elements 1, 2, and 3. Teams do not have to use the entire five-minute Preparation Time. If a team signals the Timekeeper/Announcer prior to the end of the five minutes that it is ready to begin

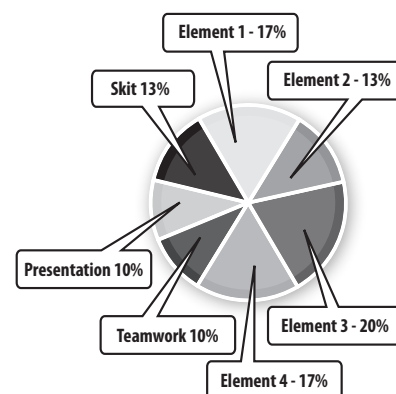
its Skit, the Timekeeper/Announcer will ask the team to confirm it is ready.

- c. **When Preparation Time Ends:** At the end of five minutes, time will be called and the team will stop working. If not already done, the team will place its three Souvenirs on the stage in clear view of the Appraisers. All research notes will be placed in a designated area and may not be used during the Skit. The Timekeeper/Announcer will tell the team to BEGIN its Presentation. At the end of five minutes, time will be called and the team will stop, even if its Presentation is incomplete. After the Presentation, the team will return the Unexpected Problem card to the Timekeeper/Announcer and collect its research notes.

## D. REWARD POINTS

	ELEMENT	POINTS	DETAIL
	<b>CENTRAL CHALLENGE</b>	<b>UP TO 300</b>	
1.	<b>SKIT</b>	<b>UP TO 40</b>	
	a. Originality and creativity of the Skit about a Mission involving a Mythical Creature	Up to 20	A.1.c
	b. Clearly developed story	Up to 20	A.1.c
2.	<b>IMPROV ELEMENT 1: CULTURE FOUND WITHIN COUNTRY</b>	<b>UP TO 50</b>	
	a. Creativity of incorporation of research about Culture found within the country	Up to 20	A.2.a.v
	b. Effective integration of the Culture into the Skit	Up to 30	A.2.a.v
3.	<b>IMPROV ELEMENT 2: MYTHICAL CREATURE</b>	<b>UP TO 40</b>	
	a. Creativity of incorporation of research about the Mythical Creature	Up to 20	A.2.b.iii.
	b. Effective integration of the Mythical Creature into the Skit	Up to 20	A.2.b.iii.
4.	<b>IMPROV ELEMENT 3: THE SOUVENIRS</b>	<b>UP TO 60</b>	<b>A.2.c</b>
	a. Souvenir Depictions		
	i. 1st Souvenir is depicted as representing something in the Culture	0 or 5	A.2.c.vii
	ii. 2nd Souvenir is depicted as representing something in the Culture	0 or 5	A.2.c.vii
	iii. 3rd Souvenir is depicted as representing something in the Culture	0 or 5	A.2.c.vii
	b. Creative integration of Souvenirs into the Skit	Up to 15	A.2.c.vii
	c. Creative use of materials in creating Master Prop	Up to 10	A.2.c.vii
	d. Creative integration of Master Prop into the performance	Up to 20	A.2.c.vii
5.	<b>IMPROV ELEMENT 4: UNEXPECTED PROBLEM</b>	<b>UP TO 50</b>	<b>A.2.d</b>
	a. Integration of Unexpected Problem into Skit	Up to 25	A.2.d.iii
	b. Creative way the team overcomes the Unexpected Problem	Up to 25	A.2.d.iii
6.	<b>TEAMWORK</b>	<b>UP TO 30</b>	<b>A.3</b>
	a. Teamwork	Up to 30	A.3
7.	<b>OVERALL PRESENTATION</b>	<b>UP TO 30</b>	<b>A.4</b>
	a. Overall Presentation	Up to 30	A.4

### Team Challenge Scoring at a Glance



# Tournament Data Form

## Challenge D: Mythology Mission

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Team Name: \_\_\_\_\_ Team Number: \_\_\_\_\_ - \_\_\_\_\_

School/Organization: \_\_\_\_\_ Level: EL ML SL UL

Dear team and Team Manager(s): Help your Appraisers identify the required elements of your Challenge solution so they can award you all of the points you have earned. Please fill this form out completely and neatly. For Elementary Level teams only: Team Managers MAY fill out the form, writing out the words dictated by the team.

### A: Paperwork

Required Paperwork: At the Tournament Presentation Site, the Prep Area Appraiser will ask for your team's forms. A complete checklist of the required forms is below.

#### Your team needs:

- ☐ Five copies of this two page *Tournament Data Form*. Be sure to copy both pages of this form. This is PAGE ONE of the form. Page Two may be copied onto the back of this sheet. This form may not be used as a scoring item.
- ☐ Two copies of the completed *Declaration of Independence*. Blank copies of this form can be found in the *Rules of the Road*. One copy of this form is for *Team Challenge*, the other copy of is for you to take to *Instant Challenge*.

#### Your team should have:

- ☐ Team Identification Sign: This will tell the Appraisers and the audience who you are. The team should provide a free-standing Identification Sign (ID Sign) of approximately 2ft x 3ft (0.6m x 0.9m) displaying your team's Team Name, Team Number, School/Organization (if different from Team Name), and Level.

### B: Prep Area Items

Things you can bring to the Prep Area – to be filled out prior to the Tournament. List the Souvenirs in the space below. Only items on this list are allowed. No other items should be brought with the team. A container may be brought and used only to contain items. The container is not an item to be selected. Six items from each list must be brought.

#### List One (Materials):

Yo-yo	Embroidery hoop
Paper bag	Book
Socks (one pair)	Towel
Gloves (one pair)	Folding beach chair
Plastic tarp	Metal pan
Mop (any type)	Walking or hiking stick
Umbrella	Small (1 or 2 quart up to 2 liter) non-breakable cooking pot
Hat	Beans in a container (Must stay in the container and not be let out on their own. Container must be unbreakable – no glass!)

#### List One - Materials for Souvenirs. Please complete before coming to the Prep Area.

1	2
3	4
5	6

# Tournament Data Form

## Challenge D: Mythology Mission

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Team Name: \_\_\_\_\_ Team Number: \_\_\_\_\_ - \_\_\_\_\_

School/Organization: \_\_\_\_\_ Level: EL ML SL UL

### B: Prep Area Items (continued)

#### List Two (Connectors):

Tape (one of any style/type/color – no tape guns!)
Dental floss (container may be used)
Roll of hook and loop tape (e.g. 3M® Re-closeable Fasteners or Velcro®)
Cable tie (one package, any number, size, or color)
Paper clips, any size or number in original box (box may be used)
Yarn, one skein, any color
Bungee cord
Mailing labels (one sheet, any size or number)

#### List Two - Materials for Connectors. Please complete before coming to the Prep Area.

1	2
3	4
5	6

#### List the 6 Countries you have chosen to study from Table One along with the Cultures from those Countries and the team-researched Mythical Creatures. Please complete before coming to the Prep Area.

Country	Culture	Mythical Creature
1.		
2.		
3.		
4.		
5.		
6.		